viz media



story and art by RIKDO KOSHI



多约到加至现5万26

3 MISSION 1 HOT AND FADING MEMORIES 35. MISSION 2 REDOISH AND BLUISH GREEN 67 MISSION 3 FIRST EXPERIENCE MISSION 4 qq ANNOUNCEMENT: PLANS TO CONQUER THE CITY HAVE BEEN CANCELLED 131 MISSION 5 EVERYONE HAS THEIR OWN COURAGE? 163. MISSION 6 OPEN THE COOR 200 DUBLIFTTE

(EXCEL SAGA BONUS SECTION)

STORY AND ART BY RIKDO KOSHI

ENGLISH ADAPTATIDN BY CARL GUSTAY HORN TRANSLATIDN KYDKO KONDO LETTERING & TDUCH-UP AYRIL AYERIL GRAPHIC DESIGNER NOZOMI AKASHI

EDITOR CARL GUSTAV HORN

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HAVE UNFORTUN-NO ATELY CHANCE WE FELL TO SHORT. TO DESTROY NISHIKI







































































































































































































































































































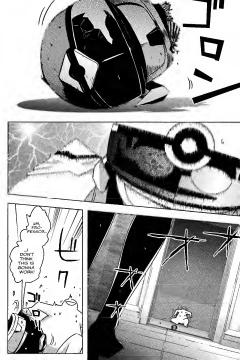














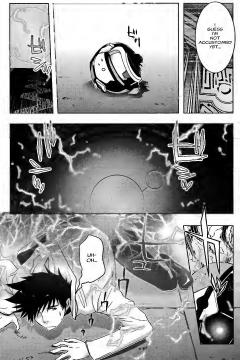




























IVE HEARD
THAT THE
CORE WAS
ORIGINALLY
EXISTENCE
UNITED WITH A
CONSCIOUS
MIND.



































WELL,
I'LL NEED
EVIDENCE
TO
ANSWER
YOUR
QUESTION,
SO
I WOULD

LIKE TO ASK YOU THIS... SHIOUJI'S FATHER .7































































HAIL,

WF PIFDGE ETERNAL LOYAITY CONQUEST TO OUR LORD! COMPLETE

EXCEL SAGA 27 • THE FINAL VOLUME JANUARY 2014

...ACCORDING TO OUR SCHEDULE!

....Smells
like
someone's in a
pinchi

SORRY TO CALL YOU UP Heh heh.. ARE EDITOR YOU AWARE...



Excel Saga 26

ORIGINAL JAPANESE PRODUCTION STAFF

STORY AND ART BY RIKOO KOSHI

PICTORIAL ASSISTANCE
UNAMU KIHAYASHIDA
TAKEPON G
CHORO
SHUNKASHUTO SUZU

EDITOR Yoshiyuki fuoetani

In Japanese alphabetical order. Honorary titles are omitted.)

Guide to Excel Saga 26's Sound Effects!

U	liue iu <i>excei</i> 3
16.1	-FX BAM [don: impact sound]
14.1	-FX SWEAT (daru dara dara: swearing)
143	-EX BUZZ BUZZ [gyas gyas bezzing]
14.4	-EX RAM (box-inspert sweed)
14.5	FX FAN FAN (pata pata: funning)
14 6	-EX SLARE (b) alorinal
15.1	-FX CLANG CLANG CLANG (kao kan kan kan: metalic sound)
15.1	-PX CLANG CLANG CLANG CLANG (item tom kan kar: metalik scund) -PX CLANG CLANG CLANG (chin kan chir: metalic scund)
15.1 —	-FX TURN TURN [kuru kuru: taming]
15.3	-FX STEAM (move: straming)
161	-FX BLAST (degegator: a blast)
18.2	-FX ROAR (poog: restring)
16.2	FX SMOKE SMOKE (mee moe: smake rising)
18.2	FX MUMBLE MUMBLE (butsu betsu butsu mem-
16.3	-FX MUMBLE MUMBLE (butsu batsu butsu mum- blina)
172	-FX GLARE (to glaring)
18 3	FY PANT from base continual
16.3	FX PANT [zzu has: penting]
16.4	-FX DASH (de: dissburg)
18.5	FX THUB (dosta, falling down)
181	FX SIGH [has sighing]
19.2	-FX CLANG (gets. holmet rettling)
10 4	FX SPLASH [chapu splashing]
19 4	-FX SQURT (pine water equirting)
10.6	-FX CLASH [gin: chashing]
23.21.	FY RATATAT (companence horrans)
221	-FX CLENCH [gir elenching fist]
22.2	-FX BAM [pan: impact sound]
22.3	-FX SQUEAK [kokig: spessking]
22.4.—	FX TMP (za: stupping back)
22.5.	-FX RDMR [con: reasing]
126	-FX BUZZ (ji: buzring)
128 -	-PX TSK (chir dicking tangur)
21-	-FX BUZZ [jii: buzzing]
22.2	-FX ROAR [se: pering]
22.2	-FX BASH (sepair deshing)
10.4	-FX SWISH [hys: swishing]
125	-FX SWING [zon a swing]
24.5	-FX CRACK [makk eracting]
24.1	-FX GRAS [ze: grathing]
24.1	-FX GLOMP (zura: stepping back)
242	-FX HMM (not esemering)
293	-FX COUGH (leafu: ecosphing)
20.3	-FA CUUSH (etra: congring)
20A	-FX STEAM (shruu, steerning) -FX TSK (shr dicking tongue)
20.0 —	-FX TSK (DIP disting tenger)
200	-FX SULP (ULP (opi upi: godping)
20.1	FX WHEEZE [zee: wheezing)
26.3	FX TWITCH TWITCH [ire ice ire ire; being frustrated]
20.4	-FX BAM BAM (gan gan; looking hard)
20.5	-FX SWISH (ja: deor opening)
271	-FX CMLL (bycan, forling chilly)

Most of Rikdo Koshi's original sound FX are left in their original Japanese in the VIZ Media edition of Excel Saga, exceptions being handwritten dialogue and "drawn" notes that have the character of captions. Although these sounds are all listed as "FX." they are of two types: onomatopoeia (in Japanese, giseigo) where the writing is used in an attempt to imitate the actual sound of something happening, and mimesis (in Japanese, gitaigo) where the writing is used to attempt to convey rhetorically a state, mood, or condition. Whereas the first type of FX will invariably be portrayed with kana, the second may use kana and/or kanii. One should note that there is often overlap between these two types. As always, the numbers are given in the original Japanese reading order, right-to-left,

Oubliette clo Excel Saga VIZ Media, LLC P.O. Box 27010

San Francisco, CA 94107

61 — FX 6.008Y [onder being glosny]

62 — FX 6.00 [hr. gelpts]

63 — FX 6.00 [hr. gelpts]

73 — FX 6.00 [but selenty]

74 — FX 6.00 [but selenty]

75 — FX 6.00 [but selenty]

75 — FX 6.00 [but having]

77 — FX 6.00 [but having]

78 — FX 6.00 [but having]

9.6 FX SPLASH (anne splinthing)
10.2 FX DeVA (can sudderly appearing)
111 FX HOW (bycame howing)
113 FX CLANS (cate clear rathing)
12.1 FX WHB (it whiteing)

12.3 FX ROAR [knoor: rearing]
13.1 FX BAM [bests impact sound]
13.1 FX CLANG [galoan: impact sound]
13.2 FX RUMBLE [doe, numberg]

13.2—FX TMP [za: feetstep] 13.3—FX SiGH [kru: sighing]

49.1-	—FX STAGGER [gura: staggering]	27.3 FX TWITCH [pikty twitching]
49.3-	FX RASH [kt: flashing]	27.5 FX DIM (boe: a dim light)
49.4	—FX FLASH [kin: flashing]	28.3 — FX BUBBLE (kepe: bubbling up)
49 6		29.1 ——FX EHHH (ess. screaming)
49.5-	FX CUNK (cheris debris felleg)	28.2 FX HOWL [hys: howling]
50.2-	—FX RUMBLE [zuzu, rembling]	29.2 ——FX KA-BBOM (don dedon: sound of fireworks)
59.3-	FX BUMBLE [acases rumbling]	28.2 — FX BAM (poon, sound of lineworks)
613	— FX WHIRR (gyers: whimre)	29.2 ——FX KA-BEOM [dodor, sound of fireworks]
512-	FX ROAR [coop-rearing]	29.3 —— FX SKITO [zuna- skidding]
52.4	FX PUFF (poster puffing)	38.1 FX RGAR [ecco: sterring]
52.4-	FX KABBON [bata: explosion]	30.3 —— FX CLENCH (girl: clenching fist)
53.3-	— FX RAT-A-TAT [to bosu: terrage]	311 — FX CLANG [sciour: ratifing]
53.3		311 FX FAVIP [byte moving fast]
53.4-	—FX SIZZLE [sizzling]	312 — FX (1.INK [kechin: clinking noise]
53.5 —	—PX BAM (po: kicking)	31.3 ——— EX HOWL [hyuse: howling]
54.1-	—FX WHACK (don: heavy blow)	313 FX CLANG CLANG [gaku gakun: rettling]
65.2-	—PX THUD (zafu: falling down)	314 —— FX WHRR (us: whirring)
55.3-	— FX BRAB (genhir grabbing)	35.1
56.2-	— FX RUMBLE [ze zu zu: rumbling]	35.2 — FX TICK TICK [chi shichi deking]
56.3-	— FX ELANG (gashu: sattking)	35.4 FX REAR (63000: reuning)
58.4-	— FX CUCK (LICK [Bild backs bildki: clicking)	38.2—FX RUMBLE [goco. rumbhrg]
57.1		39.2 ——FX STABSER (yast yare: staggering)
57.1-	—FX CLANG [gate: helmet falling down]	39.3 ——FX BANG (doe: dram sound)
57.2-	FX CLOMP (neshi, heavy footstep)	39.4 ——FX DUB A-DUB [don don doko doko-drum sound]
57.2-	—FX TAP [poe. tapping]	39.4 ——FX HYYA HYYA HYYA [cica cisa cisa: beat of a festival
57.3-	FX SIGH (fou: sighing)	40.1 FX HYVA HYVA HYVA Folias cost pice: best of a festival
56.1-	FX BAM (oz: curchina)	sorg
59.1-	-FX WHACK Educion: heavy blow)	411 FX HYYA (osseno or beat of a feotival song)
89.2-	— FX CLENCH [posts: clasching first]	41.4 —— FX MEOW [rea: maowing]
612-	FX BAM [gan, pysching]	42.2 —— FX RELL [seron-relling]
612-	— PX SWISH (bush): moving fast)	42.3 ——FX SHAKE SHAKE [gaka gaka, shaking]
613-	—FX EUZZ fausa: buzzinol	42.5 —— FX USH [autor being attacked]
82.1-	FX RUMBLE [gogosor: rambing]	42.5 —— FX WIWCX [gathi: kitking]
62.2-	-FX RUMBLE (dodade: rumbling)	43.1FX RUSTLE [basses: flying away]
63.1-	FX CRACK [toks port: joint cracking]	43.1
63.1-	-FX CRACK (ponkin, joint cracking)	43.1-FX COUGH [guilz coughing]
83.2-	FX CRACK CRACK [kelo kolo kaki: jaint cracking]	43.2 ——FX COUGH COUGH (gapo gape: coughing)
63.3-	FX BASP [ha: gasping]	43.4 —— FX RDAR (con : rounng)
63.4		44.14-FX ROAR (according)
63.5-	—FX POINT (charchol: painting)	44.6 ——FX BUZZ (ji : buzzing)
83.7-	—FX EASH (tsu: dashing)	44.8 ——FX BUZZ [ijin buzzing]
67.2-	FX TWITCH (bike: twitching)	44.8 ——FX GASP [ha. gasping]
67.4-	— FX FLASH [ks: flashing]	45.1 ——FX CLANG [pachs wearing helmet]
67.5	PX 6UZZ 6UZZ [zapo za: buzzing]	45.1 ——FX CLICK (za. adjusting halmet)
67.6-	FX 6UZZ (zans. buzing)	45.3 FX RATA-TAT [base: borrage]
66.1-	—PX TICK [chi: computer operating]	45.3 ——FX SWISH [zax: moving fast]
	—FX WHIRR [byuen, whiming]	46.1 FX CLASH (gyor disshing)
BB.2-	—PX BEEP [ps besping]	46.1 ——FX WHACK [dage impact sound]
89.2-	—FX TWITCH (butsur: imaga disapposring)	48.3 FX SNAP SNAP [baki bakin: napping round]
B9.3-	— FX BUZZ (butson buber sound being interrupted)	48.3 ——FX CRACK (mishii cracking)
89.4-	FX SHRILL [kiin: shrill noisa]	47.4 ——FX TWITCH [butsu: being discennected]
72.6-	FX CLANG [gate- ratting]	47.5—FX HOWL [sour howling]
76.1-	FX CLOMP (za. footstep)	48.3 ——FX HOWL [sharus howling]
76.2-	FX THUMP (base impact sound)	48.3 ——PX CLIMK [chirc dinking]
77.1-	FX RUSTLE (fosa: hair rustling)	48.4 ——FX CLANG [char sattling]
77.3	—FX ACHOO (kacher: sneezing)	48.4 ——FX THUO [desse: falling down]
77.4-	PX CLOMP CLOMP CLOMP (zun zun zun: heurry footsleps)	49.1 ——FX SZZLE [shous. sizzling]
****		49.1 ——FX CRACK [buh. cracking]
77.6-	— FX STEAM [mos mos: atterning]	49.1 ——— FX CRACX (blokkii: eracking)

OUBLIETTE Your Excel Saga bonus section!

95.3-	—FX BOW (se bowing)	77.5——PX SISH [fear sighing]
95.4-	FX CLOMP Do: festated	77.5 ——FX HEWL [goe a wind blowing]
95.5-	FX CLOMP [kix foststap]	78.1—FX SPLASH [dopas: spleshing]
95.8-	FX CLOMP CLOMP [ka ks. footsteps]	78.2 — FX BAM (don: impnet sound)
95.7-	FX CLOMP (for footstee)	78.2FX COUGH COUGH [beforefur the glate coughing]
96.1-	FX FLASH (ke. flashing)	78.2 — FX DINGH lastes couplined
99.2-	FX SWING (but: swinging a fist)	78.3FX SPLASH [zabo: spleshing]
89.3-	FX WHACK feet impact sound!	78.4 FX SPLASH [zeps, splashing]
100.1-	FX CLENCH [girk clunching toeth]	78.4 FX SPLASH [bestine spleshing]
100.2-	—FX RASP [giridit rasping sound]	76.5FX SPLASH [zapo: sploshing]
100.2-	- EX ROAR (coor: roating)	78.5 — FX SPLASH (bashe: splashing)
1012-	FX BULP (pokurt galping)	78.6 — FX POUR [zabolushababa, pouring water]
101.2-	-FX CLENCH (si gi gi clonching teeth)	78.6 - FX COUGH COUGH [goho goho gopo coughing]
	FX DLENCH (gl gl. clenching teeth)	79.1 ——FX PUFF (powe pulling)
103.1-	-FX BAM (ban: impact sound)	79.1—FX SPLASH [szan: spinshing]
	—FX WHACK [degear impact sound]	79.1——FX DDUGH [goboho: coughing]
103.4-	FX CLOMP [ze: feotstep]	79.1—FX SPLASH [daisaba: water spilling from mouth]
104.1-	FX POINT (bishi-pointing)	79.2FX DRIP DRIP (pota pota: water dripping)
1042-	—FX ROAR [coses roaring]	79.4 —— FX WHACK for: ourselved
105.1	-FX DASH [das: disthing]	80.1 — FX TINGLE (rin: tingling)
105.2-	—FX CLANG (gaze: rattling)	80.2—FX DW [ten endemaries]
105.5-	—FX SISH [fax: sighing]	80.2 — FX WHACK [ga: panching]
108.4-	—FX SIGH [hou: sighing]	80.2 ——FX BAM (go. punching)
107.1-	FX TWITCH [brits: twitching]	BD.4FX GLARE (b) glaring)
107.1	-FX SWISH [hyu. flying fast]	81.4 FX SWISH [byu. suits disappearing]
107.1	FX GASP [he: grasping]	82.1—FX TWITCH [ge: bwitching]
107.2-	—FX SUZZ [zwwx buzzing]	82.3 ——FX SKID [zee: stepping back]
107.2-	—FX TMP [chits: landing]	83 3 FX TMP [zix footstep]
107.3-	—FX SOUEAK [kyul: turning around]	B3.5 — FX PHEW (he: facility relieved)
	—FX HMM [bov being impressed]	84.5 — FX GASP [hn: gosping]
108.2-	FX SOUEAK (kyu kyu: squeaking)	B4.6FX WHACK [bago, impact sound]
	FX TMP TMP TMP (pika pika pika footsteps)	84.8 — FX SPLASH [dops: splashing]
	-FX TMP TMP TMP [pike pike pike feetstaps]	84.7 ——FX SLIDE [zurun: siring]
	—FX SISH [has sighing]	B4,7FX SPLASH [zapo zope: spleshing]
	FX CLOMP (ka: fontstep)	85.1 ——FX TWITCH (pike twitching)
	-FX CLATTER (to: clattering)	85.2 — FX COUGH [keps: coughing]
110.1-	FX 8ANG [rukyue: being shot]	BS.5FX WHACK [dekare kicking]
	FX STAGGER [yero: staggering]	BB.1FX CLOMP CLOMP CLOMP (zame zame zame zame
110.3 —	—FX USH (qu. grunt)	zamu: foatstops] 873 — FX THUD [dosa: simisp down]
110.3-	—FX DW BW [shu ohs: exclamations]	86.1 ——FX SISH [hefz. righing]
110.3—	—FX BLUNT BLUNT BLUNT (zobo zoba zoba telking blundy)	B8.2 — FX HEH [fix inspling]
118.3-	FX PUFF [po. patting]	88.4 ——FX CUNK (cho: adjusting glasses)
110.4-	FX CEUGH [gate: coughing]	90.1 ——FX DASH [dir deshing]
110.4-	FX PANT PANT [has how powring]	90.1 ——FX WWE [birs hire: waving]
110.5	FX DASH [za: dashing]	90.3 — FX WHACK Ideas: Ricking
1113-	FX SIGH [has sighing]	90.4 — FX TWGLE (jin jin jin: tingling)
1114-	FX CLOMP (ke: festslep)	911 — FX GRAB [ga: grabbing]
111.5-	FX RDAR [cox reering]	81.2 — FX CLENCH (b) gen clandring]
1115-	FX WHISPER [hiso hise: whispering]	816 — FX BAM (bishri, hitting)
1118-	FX ROAR (coops: roarny)	91.7 — FX TA-QA [but: great appearance]
1116-	FX WHISPER [hiso hise: whispering]	92.1 — FX ROAR [goon: rearing]
	FX SISH (fuz. sighing)	92.4 — FX TACA [done prest approximate]
	FX SIGH [fuz sighing]	83.2 — FX PWP Ibishit raising a handi
	FX TA DA [dot: great appearance]	93.5 — FX HAZE (cor: hazing)
	FX CLANK [chs. chattering]	83.6 ——FX SDB [ivva: sobbing]
1151-	FX GLARE [ki. glaring]	84.1EX GRIP (tus. tear drosping)
115.4-	FX STRAIN [bish. streightering up]	94.2 — FX FWIP [zashi: razog a hand]
	FX COUGH (kahers clearing throat)	95.2-FX CLENCH (girt denching treth)
	The state of the s	pic detering acting

1415	—FX SWING [huscooper: swinging]	115 6	—FX HEH (for sniffing)
	FX SWISH [hyube: moving fast]	115.7	FX ENCHANTED (fuverwows: being enchanted)
143.1-	—FX SWING (gyer: swinging)	116.1	FX FWIP [knws: bending backward]
1441	—FX CRACKLE (byahona: crackly sound)	116.2	—FX GLARE [ki. glaring]
145.1	—FX HOWL [hyuuu: howling]	1121	—FX HMM (hama: murror)
145.1	—FX WHRR (chii chi: whirring)	117.2	-FX TAP (pon. tapping)
145.2-	FX HOWI (user howing)	1173	FX RUSTLE (fasse rusting)
146.3	—FX COUGH [geboon: coughing]	1191	FX THUO [do: flopping down]
1466-	FX HMM [mous marmoring]	1193-	FX TMP [za: feetstep]
1473	FX SPLASH SPLASH [zaho zeho: splashing]	119.3-	FX HELLGI (horout halling)
1474	FX SPLASH SPLASH [boza boza: splashing]	119.4	-FX HAH HAH HAH (he he he laughing)
1475	FX NORBH (kyzz. gif screaning)	120.6-	FX SIGH [fee: sighing]
1425-	FX SPLASH [basshan bashir splicitling]	1215	FX CLANK (koto. rettling)
1481-	FX THUMP THUMP (does door heavy foststees)	122.5-	FX THUD (dose: falling down)
148.2-	-FX JANGLE Figury, inspline)	122.5-	FX STANO [subux standing up]
148.2-	FX CLMK (chin-cliniting)	122.6-	FX DASH (zer dashing)
1483-	FX JANGLE [zaan zazae: jangling]	122.7-	-FX THUMP THUMP (dosu dosu: heavy footsteps)
1483-	FX JANGLE (zeen joien: jonglass)	1231-	-FX TA-DA [dos: boing dotermined]
148.4-	FX FLASH [ka: flashing]	123.2-	FX THUMP THUMP [dosa dosa: heavy factsteps]
1491-	FX THUMP (door heavy footstep)	123.3-	FX SiGH [bac sighte]
149.2-	FX BAM (don. impect stund)	123.3	FX THUMP THUMP (dosa does: heavy footsteps)
149.3-	-FX WHALK [game: impact sound]	123.4-	-FX TMP TMP TMP [pike pike pike pike: footstegs]
149.3-	FX SWISH [but: moving feet]	123.4-	—FX WHER Ighi, whiming!
1494-	FX THU0 [doe falling down]	1241	FX TWITCH (prits: residing)
1501-		124 2	
150.3-	FX ROLL [gorne roling]	124 3	- FX SCRATCH [post post: scratching]
150.4	FX ROAR [oose: roaring]	124.4	FX CLOMP CLOMP [toku tekur feetsteps]
1504-	FX TWITCH [bilds twitching]	124.6	FX SHF [sero-peopling]
1511	—FX ROLL [gareri: rolling] —FX HEH [fu: switting]	124.8	FX SIGH [bac: sighing]
			FX SCRATCH [pori pori: scratching]
151.2	FX HAH HAH (to he he: laughing)	125.3 125.7	FX GASP [tax gasping]
1514-	FX CLAP CLAP [pun pan pun pun: clapping]		FX HMM (house merwer)
1521-	FX GASP [har gasping]	128.2	-FX GLANCE [chira: n glence]
	—FX SXIIO (zuzaa: skidding)	126 3	FX 80W [peks-bowing]
1521-	—FX GET (getto: grabbing)	128 4	FX BAM [doe: impact sound]
152.2-	FX DASH [das: dashing]	127.1	-FX CLENCH (gu: clanching fist)
152.4-	FX NOD (un un nodding)	127.2	FX NOD (fursa: nodding)
152.5-	—FX SIGH [frae: sighing]	127.3	—FX THUO [to: sitting down]
153.2-	—FX TWITCH [blku. twitching]	127.4	—FX CLOMP [ka: feotstep]
153.3-	—FX CR4CX (bishi: crecking neisu)	1281	FX CLOMP [ks: feetstop]
153.4-	—FX CRACK (bishi, erroking noise)	1311	—FX SPLASH SPLASH [busha busha: splushing]
1534-	FX BAM [base impact sound]	1351	FX CLOMP [kn: feetstep]
153.5-	—FX FLASH [kie fleehing]	135.2	—FX SMILE (niko: smifrg)
153.6-	—FX HOWL (hyrouse: howing)	138 2	FX GLANCE [chira: a glance]
154.1-	—FX TMP [zz: factring]	138.3	—FX HEH HEH (fututo: laughing)
154.2	FX THUD (zur: impact sound)	137.1	—FX TMP [rix foctstep]
154.3-	—FX GRAN [ni- griceing]	1373	—FX FWIP (to: raising a hand)
154.4-	FX USH (see grant)	138 2	FX SALUTE (char saluting)
155.2-	FX CHAX [toi : adjusting glasses]	138 2	FX PANT [harius: pointing]
155.8-	—FX UGH (so: grant)	138 4	FX DASH [do: dosblog]
1572-	FX 6LARE (xi. planing)	139.1	FX WHEEZE WHEEZE [zon zoo zon zon: wheezing]
1525-	—FX CL(IMP (ka. footstep)	139.2-	FX WHEEZE WHEEZE [zee zee, whoszing]
1581-	—FX GLARE (bi: glaring)	139.3-	FX TUG [gur: tupping]
158.2-	—FX STAGGER (yora: staggering)	139.3	-FX GRAB [ps: gusbbirg]
1583-	FX WHEEZE WHEEZE [zee zee: wheezing]	139 4	FX GLARE [kir glaring]
158.4-	FX GRAE [gash: grabbing]	140.1	-FX GLARE (gl: glaring)
159.1-	—FX UGH [qu. grunt]	M03-	FX SWN6 [recognition swinging]
159.2-	—FX SIGH [has: sighing]	1412-	FX SPARKLE (bira: sporkling)
159.3-	-FX TMP (suits- feetstee)	1413	FX DAZE (hop being in a daze)
160.1-	—FX PANT PANT [bas has: pasting]	1414	-FX GRAS [sa: grabbing]

		TOUT EXCE
187.8-	—FX RUMBLE [groose rumbling]	180.2
188.1-	FX CLANS (kin. metallic sound)	1611
188.1-	FX SAM [don: impact sound]	161.1
188.4-	-FX RUMBLE [poo: numbing]	1611
189.1-	FX CLASH [galor: clashing sound]	183.1
189.3-	-FX CLANS (gakoon: door opening)	163.2
1901-	FY RUMBLE Innerconstructional	183.3

19.4: Get your filthy minds out of the wading pool, for she, Elgela, does not swing that way. Except when drunk.

190.4 FX WHEEZE WHEEZE (fou four wheezing) 191.4 FX GULP (poler pulping) 192.1 FX TUS (pur troping) 192.2 FX TAP (see: troubing the door)

(6): The herrors rank appropries "here-assed mixed" Watenable seems to envision here as a drift youn a mixed transport in the style of a traditional Japanese festival, carried through the streets leaded to poles have by charing reletants, in this case of waters of Watenabe. His rice to know their bis develope to "Littleys" hee been purged of the obsessive questions.

73.1 This is a Bushback of the way to vol. 4, Missian 7, during the period Excel full fast has memory of her passett self, but seemed to receive flostibacks. Trum a long time age" of hereof and lord if Palazzo. Upon conting back to her present self, found said in enformeratory lossism.". At least, left ms. . (Fellow year... ever... pleases forgine). less... you.

77.3: Umi is indulging in the classic Japenese belief that a sneeze means that someone, somewhere, is talking about you. The late Jack Seward, writing in Tokyo Weekender about Japenese gestures, explained that whereas Japenese traditionally considered the belly to be the ebode of one's soul (hence the opening of it for hare-kirl) they felt the nose was the entranceway to it, hence the essociation of the nose with one's self. Seward, who died in 2010 at the ege of 86, joined the Army at age 18 after the attack on Pearl Harbor: he was one of the few young Americans not of Jepanese descent at that time to know any of the languege. having learned from Japanese workers on his uncle's ranch in Oklahoma Refore WWII, Japenese immigrants in the U.S. wore strongly associated with agriculture). Buginning with the occupation forces. Saward would live in Jepen for 25 years, serving in both military intelligence and the CIA. In the 1960s he began to use his knowledge of Japan to write books, ranging from paperback thrillers ("Japan was file a pot of sukiyaki spiced with nitro. If Stone didn't find the stripper the whole thing would blow.") Is what was perhaps the first book on Japanese as actually used in Japan (as opposed to es used in Japanese textbooks), 1968's Japanese in Action. Seward, who was awarded the Order of the Secred Transura by the Shown Emparor in 1986, was a manga and dosylissh fan, contributing cultural articles to the former Mangayin magazine and even, at age 69,

ur	EXCE	SAGA honus section
	180.2	FX GAZE (beken being in a daze)
	1611	FX 80W (psks: bowing)
	161.1	FX SAM (so: hitting such other)
	1611	FX BOW (pake: bowing)
	183.1	FX WDBBLE (gaku gaku: wobbling)
	163.2	FX DAZE (poker: baing in a deza)
	183 3	FX DAZE (pohen: baing in a deza) FX DANE (phin: sound of a cash register) FX RDAR (coop; roaning)
	165.1	FX ROAR [toos: roaning]
	166.3	FX TSK [ke: feeling disputted]
	165 4	FX BLUNT (pero: talking lakertly)
	167.4	FX SNATCH (beastic snatching)
	188.1	FX SIGH [has: sighing]
	188.3	FX SAM [day, impact award]
	169.1	FX GLARE [bit gloring]
	170.1	FX HMM (even thinking) FX J0LT (giter-being startled)
	170.5	FX JULT (gito-being startled) FX GASP (haar gasping)
	1741	FX DASF [Bar gisping]
	1712-	FX PANT PANT [swa awa: being in a pank] FX SDUEAK (loin: raising vaice)
	171.4	FX WHOA (otto: interjection)
	1715	FX PHEW (bo: feeling relevad)
		FX FLOP [dota batta, flopping around]
	172.2	FX SQUEAK (kyu kyu kyu squeaking)
	172.3	FX BAM [don: impact sound]
	172 3-	FY WHACK face smalest sound?
	172.5	FX TMP [chitar: landing]
	172 6	FX RUMBLE [zurscn: rumbling]
	1731	FX RUSTLE (basa: wings restling)
	173.2	EX CUNK CLINK CLINK (gin gin gin kin kin kin:
		metalite objects hitting
	174.4	PX HOP [team, hopping]
	175.1	FX SWISH SWISH [hyu hyu hyu hyung fast
	175.2	FX TWITCH (pike: twitching)
	176.3	FX GRIP (gu: gripping)
	17,0	FX SWING (but. swinging)
	1//1	FX THUMP (bestir flinging the object on the floor) FX WHACK (go: impact sound)
	1721	FX ROLL (gots: rolling)
	1772-	FX SPUTTER [pussus: sputtering]
	1772	FX SHAKE (ours pura: shaking a kand)
	1774	FX HEH [fit: laughing]
	1701	FX KLANG (gate chair ratting)
	178 3	EX SIGN How righted
	1783-	FX SIGH (fee: sighing) FX UGH (se: grant)
	1784	EX SIGH (for pinking)
	1813	FX HEH HEH HEH Ifu fu fu fa taschand
	181.3	FX THUD [doss. sixting down] FX CLGMP [za feetstep]
	1814	FX CLUMP [za feetstee]
	1831	FX POP [fix fieshback appearing]
	183.6	FX POUSH POUSH flow love polishing!
	184.4	FX SLARE [ki: glaring]
	187.2	FX THUD [do: impact sound]
	187.2	FX BAM [day-impact sound]
	187.3	FX SWISH SWISH (Inyu layu: flying fast)
	187.4	FX CLASH [gin: clashing sound]
	187.4	FX CLASH [gakin clashing sound]

1875-FX RUMBLE (good: rumbling)

138 I. Preving that Ribds can be furny and caprass character even in far juliantes, hybit, with her limbs drawn in, pigner-braced gait and filled slightly in a postum of add-fashland ladylike reserve das all-fashlands that Filma Kiscili var complainting in 1717 who women na longer passessed 8), followed by the excepanabed, bunden-best Eigals who drags the almost the-dimensionally limp Excel. Inter braid visibility behind for.

14.1.2. It's not clear what idea exactly Hyatt thinks is unacceptable; she always seemed elay with the idee she would be in the master caste enter II Palazza took over. Whemes Excel looks ferward to the power and Elgala to a luurinus filestyle, lika-chen rerely if over copresses a desire for cersoral marris in the service of II Palazza.

143.4: "Salloon-breasted" is semething, coming from Elgala, but she's of course correct. Niwa is, as they would say in Newcastle, a dead heat in the pappelin mice.

147.1: The Full Automobile Merk L of course, was introduced, together with Shiauji, in vol. 5, Mission 4.

106.3. For "purised out." Eigela says that Excel wart packasis. The work has several meanings in reference to an internate object. R can ment "place of junk" in reference to a person. It implies clamey ar uselates. This can be used er an enderring mos sentiment, but semelow! don't think their ble ware Deals means it.

169.1: I like how even Nishiki Piece is managing a sweatdrap ham.

176.6- heata is amulating the building-trampling strides of Ultramen Baia from the 1980-190 TV series of the series name created by Chiefel J. Kontóca, known to anime test as the writer of Serial Experiments Lein, Kothoslyze, and Rahlfopton.

authoring a book on how to study contemporary, Japanese through porne menga ("an interesting and unusual method reed the ad copy). Them really is nothing new under the sun, is there?

78.3-6: You've got to love Excel's John the Baptist rauline here, eithough I guess it's mare Berry the Baptist from Lock. Stock and Two Smoking Barrels.

804. In the original Japenese. Excel insults littlewigh I suppose 'chemictrizes' is men eccurate ligale's intelligence by ceiling her a absolute, the seme term farm, Deake and Kapum use to describe themselves in Asswange Aside. It's peed to knew that, despite their difficulties in high school, curren construities we shall them at ADSSE.

103.4: Gestapen are, of course, the Japanese toys and collectibles ordinarily sold in capsules from vending machines, elihough it's possible to buy them in certain stores as well.

195.2. Allowigh the probably decoral reser to be explained for facel by fine fault does he more in Paril ? "."). shill-known is the some given to be cooled pleasurement most parie of recent paries of young people who widdlew from society and remain or home, averling tables school or work. How were the subject of the manage and arms series Wilkowam at the MACH is violated 182 and 450 per fine first the state of the sta

110.1. Journ high school is sensitions seen in Jayan as done when young persipient a proficiently securitied in chambor, itsensity scenario year prime high list. eight school of the sc

114.1: Shinuji is alluding to the "yellow ambutanca" (see "Dubliette" for vol. 20, 184.4).

126.5: You might think that with Japan's long mertial arts traditions, a native term would be ampleyed harn, but ill Palazze uses English lean words, asking if hwata is striking a doublings george.

128.1: New of course, Kabapu actually, did prapase a theoretical Topporentsus III To Shauja backin vol. 11. Missian S. Hat would comitise the functions of Repparatosus i with the weight of Reppenratosu II. The Miss-bed desert leak like she's perfordarily ightheright, but then assain. First is a lot bewire them sha looks. I once attainment the notion of showing Dicke-sam on and with the instants of thing him that the down the grantest facial corrections? We now seen, and how I consider relates 10 is an unsulprace of other county. Enhancing to place of the measurement of the county. Enhancing composed the weerscam the first in the object is on their loss weet and the sixth of the county of the co

Heil II Palazzo. Chris Bostic

Dear Chris

Althorised is assuffing the a member of Spirot Day, Investigation understood the continency over faced Spirot Day. Investigation continency that the continency of the spirot Day and 15% concentrated the words of the firsts, I den't thin II to all $\mathbb{R}^{-1} \sim \mathbb{N}^{-1}$ in intigrated to have about your working around mounting white eating currols method, as to pushing and controls that the North Bay Bayang of their, I Hillard's apparent in writing Excel Spirot has been on inspiration to you are writter. In wry glot to has it.

And In also very gird to have the East Sign has headed you will you personal hoppings. as that the headed superior things of hill inset that in you calcular carding her margin a 200°, you are notabley judge served to the acres, which personally opportunits. When the first begin marine, faced Sign has many sign this we then we can make process to 100° farm A. 2. Years in 100° farm of the personal personal

but of course, nevertailly the uniter was rule receive, and interpretable that the course was been county to with the appeares prisone, meroidy we had the fine induces of all the prisone prisone, meroidy we had the fine induces of all the course of the course of the course of the course of the prisone of the course of 110: I'm not sum why the ert leaks lower-res on this page, possibly it's a deliberate effect, since in the original tarkobort, the dialogue in the word believes was normal readding.

Well, the notes seem a little short this time, but we have an honest-to-Lord II Palazze fan letter to pick up the slack? Dur faithful roeder writes.

Becrest CSH and ell other beautiful people at Viz Media.

These you for continuing send, presumethy, finishingly you elevately garine English adoption of Corce Saga. I family believe that any other publisher would have chapped this series the instant they saw volume 15's concerns, this, of course, would have been demorthy criminal, as then I would have move gatter to use Boctor Kabepu ojeculde champens all over its office in what will no doubt go draw in history sets humanted scene in all mit in the product in history sets humanted scene in all mit.

Hills to face sympolia writing by which, from the sy yellow lessly collability works are pieces of pages, or hybrid works in the computer that will after collable from and pages for one only the design pieces for them on a "printer." Sometimes is with more falling and to a by an extra which are provided that an infrainguing presents left for the working distington-based cannot by the in infrainteening hadden and distington-based may have a few based where four Supe in digiting in that is meaning to have been found to a significant, their why had are found to be considered and different presents. I would be a few based when different presents in earth it is easily as at the foundation things for we reveal and also one of the bagged indisence are more control.

In text, in a silver work of fection has had such a profused in the impact on my files access flowg. This may count a hit ship to you, terriph because it is, that in a size in indigential had the individual had the individ

It would not be account in any that the amage is my extensive county—and to because if that it is applicing in writens ways, but else because it is simply destrate. All he accounty points in a part on part or any or a part or a bit jumps are or points; and of wen the leve before per installment feature and the part of went to the to be to per installment feature and the part of the part of the part of the though such way fill in the new yor! or destinant gualifies. It is difficult and to be in bown due is Reikin signed writers. While I do do it is seen that it is partiage affects in the currelant development to be joint only new yor with a signed and the county of the companion of the partial of the plants are not young manufact affect and when the size with of the companion of the partial work that all we did not be companionable to propose and the partial which is the size with an exceptable and the partial when the size with of the companionable to propose the companion of the partial when the size with of the companionable to propose the companion of the partial when the size with other and the partial when the size with other and the partial when the size with other and the partial partial partial when the size with other and the partial partial partial when the size with other and when the partial pa



there's something to take seriously (Excel Saga reminds me of The Venture Bros, in that respect, where the "civilian" world decan't seem to care much about the goings-on of its herees and villales).

This may be a fundamental reason why Excel Saga lacks a larger audiesce among manga fans. Although it has many of the things people might want from manga (action, humo attractive characters), its meed is adult end cyrical rather than adolescent and sincere. That isn't to put down adolesthen approach, and success, that is a to put haven abbest-cent sincerity, which is one of the strengths of mange, and a reason why people read it—that sincerity has a power and an appeal. But the characters in Excel Suger aren't like that they are detached from the conflict in which they find themselves in the same way that adults out in the working world may be detached from their jobs. It doesn't really belong to them, and it doesn't really mean anyth them. The ACROSS girls have kept going for a long time on the power of delusion, whereas the Dept. of Environmental Security has never believed in their jobs (except for twata, who believed in it for the same reason he always screwed things up: i.e., he's an idial). What many of the characters in Excel Sage have come to care about is not their cause but the other cheractors, including those (such as livata end Mishki) whose very beings have been used as tools in the conflict or those (such as "Chihaya" and "Teriha") who are astensibly the "enemy," The true believer, of course, remains Excel, who was ready to strike the image of her beloved Lord when he abandoned his view of the world and mission to conquer it...

Layer that vil. It is one of the best in the series, cet leves a point nice in home of pile deviations, with the regiol decay of Dr. Kalaye, the new if I had carperate high let of Land the beginning of Firsh's "time with bits. There was still time for caring credent with the Messages and were still time for caring credent with the Messages and were still time for caring credent with the Messages and were still time for caring credent with carely and within timery who had because, guilting land to the enable privile. Excel deviations, partial parks to the cardinal time cardinal time and the cardinal time of the cardinal time cardinal times and the cardinal time cardinal times and the cardinal time cardinal times and the cardinal times and times are still a passage and times and times are still times are still times and times are still times are still times are still times are still times. The still times are still times. The still times are still times. The still times are still times are still times are still times are still times. The still times are still times. The still times are still times. The still times are still times. The still times are still times. The still times are still ti

Onco egain, thank you very much for reading, and far your latest for ell those who weren't able to get in their letters and fan eft for this valume, den't very, as there are soll meny chances cheed and by many chances. I mean of course are cherced See you in vet. 27, the conclusion of the spity-named Execut Segar!

—C6H



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